

bination is displayed by the back patterns **31** (S106: win), the CPU **51** makes the transparent EL panels **28a**, **28b** and **28c** perform a stationary display of a set of overlapping patterns **32** that does not affect the stationary display of the back patterns **31** provided by already stopped reels **30a**, **30b** and **30c** (S108).

[0081] However, if the display of the overlapping patterns **32** is not anything meaningful when the winning combination is displayed by the back patterns **31** of the reels **30a**, **30b** and **30c**, the player may not have any interest on the display contents of the transparent EL panels **28a**, **28b** and **28c** (i.e., the display of the overlapping patterns becomes meaningless). In such a case (when the winning is displayed by the back patterns **31**), therefore, it is preferable to give additional advantages to the player depending on the display of the overlapping patterns **32**.

[0082] Specifically, a winning condition may be allowed additionally by the combination of the overlapping patterns **32** and the back patterns **31**, or the number of coins to be dispensed may be increased, for example, twice when the back patterns **31** display a winning combination and a certain overlapping pattern **32** (e.g., **S**) is displayed on one of them. Otherwise, a winning condition may be established by the combination of the overlapping patterns **32** and the back patterns **31** only when the overlapping pattern **32** on the middle row of the EL panel **28b** (the center of the matrix) has a specific pattern such as "7". The combination of the overlapping patterns **32** and the back patterns **31** may be determined as a winning condition only when both the overlapping pattern **32** and the back pattern **31** overlapping each other are, for example, "7". Otherwise, a specific number (for example, 100) of coins may be dispensed when the overlapping pattern **32** coincides with the back pattern **31** without setting the winning line. These permitting conditions will make it possible to attract the player's attention until the stationary display of the overlapping pattern **32** is completed. That is, even when the back patterns do not satisfy any winning conditions, the player can expect the result of the overlapping patterns.

[0083] Then, the game is over when the displays of the overlapping patterns **32** by the transparent EL panels **28a**, **28b** and **28c** are completed, and the CPU **51** executes a game end process as shown in FIG. 7. The first step of the process is to make determination of a winning condition (winning) (S210). Its detail is shown in FIG. 8. The CPU **51** retrieves winning table A (stored in the ROM **52**) that compares the winning arrangement of the back patterns **31** and the contents of the winning. The CPU **51** then checks, for example, if there is anything that coincides with the arrangement of the stationary display of the back patterns **31** along the winning line **L1** (S211). If there is a coinciding arrangement (S212: YES), it sets up (writes into the RAM **53**) the number of coins to be dispensed (dispensing number) based on the contents of the winning corresponding to the arrangement (S213), and sets up hit flag (e.g., the flag that indicates the start of the Bonus Game or the Big Bonus Game) corresponding to the particular winning arrangement (S214).

[0084] If there is no coinciding arrangement (S212: NO), The CPU **51** retrieves winning table B (stored in the ROM **52**) that compares the winning arrangement according to the combination of the back patterns **31** and the overlapping patterns **32** and the contents of the winning. The CPU **51**

then checks, for example, if there is anything that coincides with the combination of the back patterns **31** and the overlapping patterns **32** which are displayed stationary along the winning line that is the object of the check at S211 (the winning line **L1** in this case) (S216). If there is a coinciding arrangement (S217: YES), the dispensing number will be set up similarly as above (S213), and sets up the corresponding hit flag (S214).

[0085] If no coinciding arrangement can still be found here (S217: NO), it checks if all the collation has been completed concerning the object winning line (the winning line **L1** in this case) for the entire arrangements of the Tables A and B (S218), and returns to the S211 if it is not completed.

[0086] If the answer is positive at step S218, or after step S214, it is determined whether the above collation has been completed for the entire winning lines **L1** to **L5** (S219), and it returns to S211 if it is not completed, or returns to the game end process if it is completed.

[0087] Referring back to FIG. 7, following the winning determination (S210) in the game end process, it is determined whether the particular winning is established (more precisely whether the dispensing number is set up) (S220). If the dispensing number is set up (S230), the dispenser **65** is activated to dispense coins from the coin hopper **66** to the receiving tray **16**. When the number of coins that corresponds to the dispensing number setup is dispensed (S240: YES), it returns to the main routine. After returning to the main routine, processes for starting the next game such as clearing of the data of this game will be performed.

[0088] If it is set up that a winning based on the combination of the back patterns **31** and the overlapping patterns **32** is considered valid only when the front/back combination-permitting condition is satisfied, as shown in FIG. 9, a step for determining whether the combination with the overlapping patterns **32** should be considered valid (i.e., whether the front/back combination-permitting condition is satisfied) (S215) may be inserted between step S212 and step S216. In this case, step S216 is executed when the front/back combination-permitting condition is satisfied (S215: YES).

[0089] Such is the description of the control process executed by the control unit **50** (particularly CPU **51**). As to control processes that are not described here or the operation of the slot machine **10**, they are similar to those found on conventional pachisuro machines so that their descriptions are omitted.

[0090] As can be seen from the above, the embodiment provides richer variations of pattern displays and increases the player's interest because it allows the combination of the back patterns **31** of the reels **30a**, **30b** and **30c** and the overlapping patterns **32** of the transparent EL panels **28a**, **28b** and **28c** to be made valid and dispenses the coins when the winning is achieved based on the combination of the back patterns **31** and the overlapping patterns **32**. In particular, since the overlapping patterns **32** of the transparent EL panels **28a**, **28b** and **28c** can bring a winning to the player, the player's interest in this display can be heightened and the value of the transparent EL panels **28a**, **28b** and **28c** can be increased.

[0091] Moreover, if the combination of the back patterns **31** and the overlapping patterns **32** is considered effective